

GAME BOY ADVANCE

AGB-BZPE-USA

DR. MARIO<sup>®</sup>

4M4

PUZZLE  
LEAGUE

INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.**

#### NEED HELP PLAYING A GAME?

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games), feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

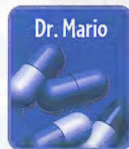
If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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#### A Note About Saving

This game saves your scores automatically. To delete Dr. Mario data, choose Delete in the Options screen. To delete Puzzle League data, press SELECT + the A Button in the High Scores Screen.



# Getting Started

Insert the Game Pak into the Game Boy Advance and turn the power ON.

## Title Screen

To begin, press START on the Title Screen, then use the + Control Pad to select either Dr. Mario or Puzzle League. When you're ready, press START or the A Button to confirm.

### Dr. Mario

Pg. 7

Eliminate viruses by rotating and connecting the vitamin capsules! This is a classic Nintendo puzzle game!



### Puzzle League

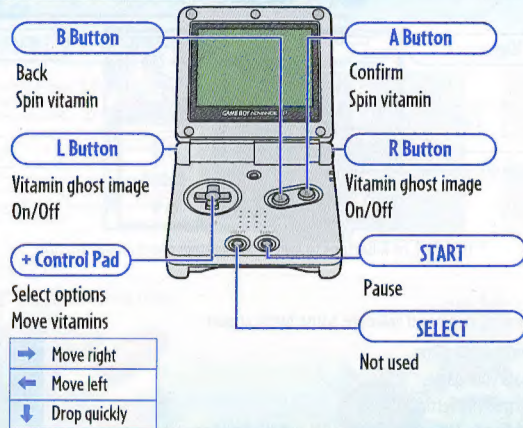
Pg. 17

Once you start playing this addictive game, you can't stop! Go ahead...try! We dare you!



## Dr. Mario Controls

The basic controls for Dr. Mario.



\* Press START + SELECT + A Button + B Button to reset the game and return to the Dr. Mario Title Screen.

When using a Nintendo DS, Game Boy Advance, or Game Boy Micro, refer to each system's instruction booklet for additional information.

## The Game Screen

Vitamin capsules are thrown into the bottle.



\* Use the L or R Buttons to switch the vitamin ghost image on/off.

### Pause Menu

Press START to pause the game and make the pause menu appear.

- |              |                                                                                                                                                                         |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Go On</b> | Continue your game.                                                                                                                                                     |
| <b>Retry</b> | Restart your game.                                                                                                                                                      |
| <b>Quit</b>  | Return to the Setting screen.                                                                                                                                           |
| <b>Sleep</b> | In this mode, the power remains ON, but the liquid crystal display turns off.<br>Use it to save your batteries. To exit Sleep Mode, press SELECT + L Button + R Button. |



## Basic Rules

Clear levels by building chains of similarly-colored vitamins and viruses. Once you get rid of all the viruses, you win!

### Eliminating Viruses

As vitamins drop, use the A or B Buttons to spin them. If you match four of the same color capsules/viruses in a row (known as a chain), they will vanish.



### Vitamin and Virus Types

There are six vitamin and three viruses types.



Vitamins



Viruses

## Combos and Chains

When you eliminate a chain, you may cause other vitamins to fall. If this vitamin causes another chain, it creates a combo!



Combos aren't limited to groups of two. You can make combos of three, four, or even more! This is a very important tactic in a multiplayer game (see pg. 15).



## Game Over

If a bottle fills all the way to the top, your game will end. If you choose Retry, you will restart the same game. If you chose Quit, you will return to the Setting screen (see pg. 12).

## Starting a Game

Press START or the A Button to go to the Mode Select screen.

## Mode Select

Choose a mode using Up or Down on the + Control Pad and press the A Button to confirm.



### 1P

There are three single-player games: Classic, Vs. CPU, and Flash. See pg. 13 for more details.

### 2P VS.

Play with another person by using a Game Boy Advance Game Link cable. See pg. 15 for more details.

### OPTIONS

Change the game settings, check scores, or review the rules.

RECORDS	View in-game records	RULES	View rules and useful techniques
DELETE	Delete saved data	OTHER	View additional game options



## LINK

Send a demo version of Dr. Mario to a friend by using a GBA Game Link cable. See pg. 31 for more details.

## Setting Screen

You'll see the Setting screen before each game. Choose a category using Up or Down on the + Control Pad, and select options with Left or Right on the + Control Pad. Press the A Button to start the game.



LEVEL	The higher the number, the more viruses you start with.
SPEED	The speed at which the vitamin capsules drop.
GAME	Change the game difficulty (Flash games only).
CPU	Change the CPU game level.
MUSIC	Change the background music.

\*These options may change depending on what game you play.

## Title Screen

There are three game options on the title screen.

### CLASSIC

Keep playing until you fail to beat a stage. The higher the level, the more viruses you must delete!



### VS. CPU

Play against the CPU. To win, delete all of your own viruses or drown your foe in garbage. The first player to earn three crowns wins the entire match.



### FLASH

Clear levels by deleting the flashing viruses. Flashing viruses are eliminated just like normal viruses.



Flashing viruses

### Some Helpful Advice

- \* Always check the color of the next vitamin capsule. Thinking ahead is the key to victory!
- \* Vertical matches are the easiest to make. Once you get the hang of things, try making horizontal matches.
- \* The A Button rotate vitamins clockwise, while the B Button rotates vitamins counterclockwise. Master this for quick vitamin placement!
- \* Viruses dropped on the sides of the screen tend to stay there. Aim for the middle!



## Link Play

See pg. 29 for instructions on connecting a GBA Game Link cable and starting a Multi-Pak game.

### Playing a Link Game

Once you and your friend connect, go to MODE SELECT (pg. 11) and choose 2P VS. to make the Setting screen appears. Set the options to your liking, then have Player 1 press the A Button to start the game.

\* In 2P VS., you can also play Classic and Flash games.



### Link Errors

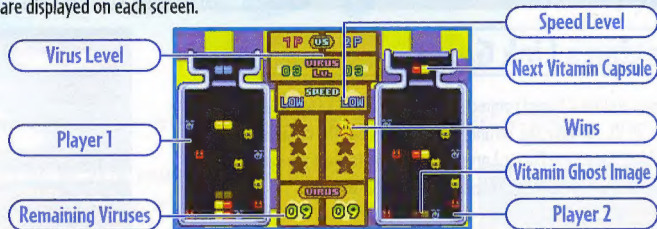
If a connection fails, check the power and cable connections on all systems.





## 2P Vs. Screen

Two bottles are displayed on each screen.

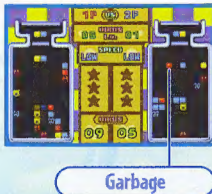


\* The image above shows a Classic game.

When you play Flash, the Game Level is displayed instead of Virus Level.

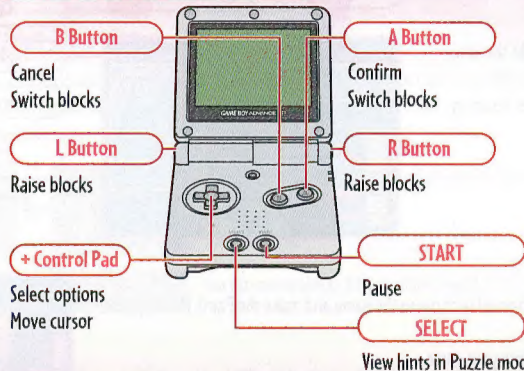
## Attack

If you create a combo of two or more row or columns at once (pg. 10), pieces of garbage will fall on your opponent's screen. One piece will fall for every row or column you eliminate. The maximum garbage drop, however, is four pieces—even if you create larger combos.



## Puzzle League Controls

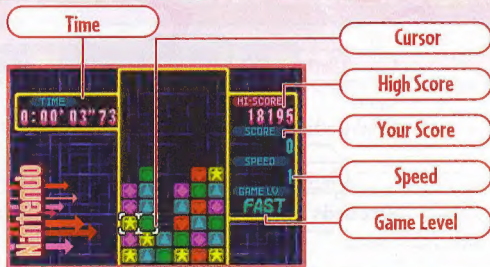
Be sure to watch Puzzle League's in-depth Tutorials! (See pg. 23).



\* Press START + SELECT + A Button + B Button to reset the game and return to the title screen (pg. 6). When using a Nintendo DS, Game Boy Advance, or Game Boy Micro, refer to each system's instruction booklet for additional information.

## The Game Screen

The image to the right shows a Marathon game (pg. 25). The display may be different in other modes.



### Pause Menu

Press START during gameplay to pause the game and make the Pause Menu appear.

- |                 |                                                                                                                                                                      |
|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Continue</b> | Continue your game.                                                                                                                                                  |
| <b>Retry</b>    | Restart your game. (Puzzle mode only [Pg. 26])                                                                                                                       |
| <b>Quit</b>     | Return to the Setting screen (P24).                                                                                                                                  |
| <b>Sleep</b>    | In this mode, the power remains ON, but the liquid crystal display turns off. Use it to save your batteries. To exit Sleep Mode, press SELECT + L Button + R Button. |



## Basic Rules

Eliminate blocks by placing three or more blocks of like color next to each other. Once you get rid of all the blocks, you win!

### Eliminating Blocks

Move the cursor over blocks and press the A or B Button to switch them. Try to match up three or more of the same color in a row. If you do this, all of the affected blocks will disappear.

\* Blocks stop rising briefly after you make a match.



The three green blocks form a chain, and will be eliminated.

You can move blocks into an empty space.

### Type of Blocks

There are seven different blocks, and each one has a different color and symbol.



**Surprise Block (pg. 28)**

## Combos

If you make a chain and cause blocks to fall and make another chain, you have made a combo!



## Chains

If you eliminate more than four blocks at the same time, you have made a chain!



## Basic Rules

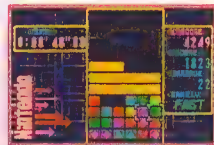
### Hot Chains

Hot chains occur when you create multiple combos at the same time.



### Garbage

Garbage blocks become normal blocks if you eliminate blocks that touch them.





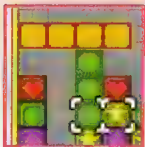
## Eliminating Garbage

Garbage transfers if you eliminate adjoining blocks.

- \* If the same types of garbage are next to each other, both will turn into normal blocks when one is eliminated.
- \* Multiple stacks of garbage must be changed from the bottom up.



Garbage falls...



If the green block that touches the garbage vanishes...



The garbage turns into normal blocks!

## Game Over

If blocks fill the entire screen, the game will end.

When a game ends, the result screen will show how many combos and chains you made. Press START or the A Button to return to the Setting screen (pg. 24).

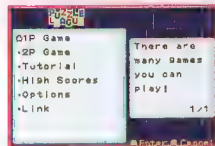


## Starting a Game

Press START or the A Button at the title screen to enter the the mode select screen.

## Mode Select

Choose a mode using Up or Down on the + Control Pad, then press the A Button to confirm.



### 1P Game

There are six different games in the 1P menu. See pg. 25 for more details.

### 2P Game

Two people can play a Garbage, Timed, or Line game by using the GBA Game Link cable. See pg. 27 for details.

### Tutorial

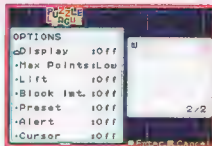
The place to learn helpful tips and techniques.

## High Scores

Where to view your scores. Press SELECT + A Button on this screen to erase your scores.

## Options

When to change game settings. Choose a category using Up or Down on the + Control Pad, and select it by using Left or Right on the + Control Pad.



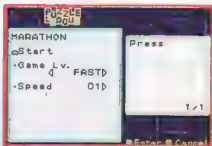
## Link

Send a demo version of Puzzle League to a friend with the GBA Game Link cable. See pg. 31 for more details.

## Setting Screen

The setting screen appears before each new game. Choose a category using Up or Down on the + Control Pad, select it by using Left or Right on the + Control Pad, then choose Start and press the A Button.

\*You'll see different categories depending on the game you play.



## 1P Mode

There are six games in 1P mode.

### Marathon

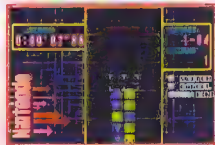
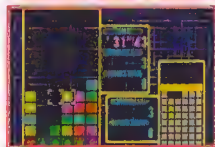
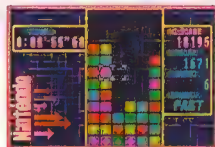
Score as many points as you can. The longer you go, the faster things get!

### Vs. CPU

Play against the CPU.

### Timed

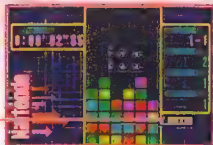
Get the highest score in the time allowed! The game ends when blocks reach the top.



## Line

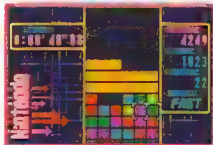
Reach the clear line to complete a stage.

Clear Line



## Garbage

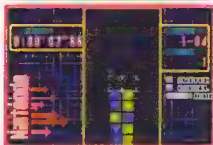
Play until the blocks reach the top. As you progress, the amount of garbage (pg. 21) will increase.



## Puzzle

Clear every block in a certain number of moves.

- \* Pressing SELECT gives you a hint, but you'll suffer a five-minute time penalty.
- \* Use the B Button to take back the previous move.



## Link Play

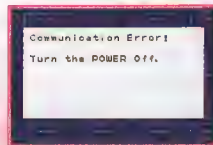
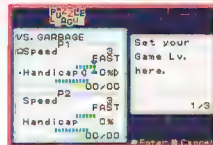
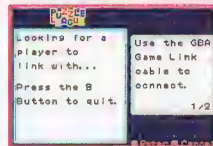
### Playing a Link Play Game

Once you and your friend connect your GBAs, go to the mode select screen and choose 2P Game. (You can also choose 1P game, if you like.) Adjust the game settings and begin!

### Error

If the link fails, check the power and cable connections on all systems.

See pgs. 29-30 for details on using a GBA Game Link cable for a Multi-Pak game.





## 2P Vs.

Opponent moves appear on the lower right-hand side of the screen.

\*Displays may change from game to game.



## Attack

If you eliminate two or more rows or columns at once, garbage will fall down on your opponent's screen. The amount depends on the amount you clear.

### Surprise Block

If you eliminate a surprise block (pg. 19), you'll send a special garbage block to your opponent. It's harder to eliminate this type of block than a normal garbage block!



## Connecting Game Boy Advance

With Link Play, two player can use a GBA Game Link cable to link up and play Dr. Mario or Puzzle League. To do so, you'll need the following equipment:

\* Note that you cannot use a GBA Game Link cable with a Nintendo DS.

### When NOT using a Game Boy Micro

- Game Boy Advance, Game Boy Advance SP, Game Boy Player (with a Nintendo GameCube Controller)
- Dr. Mario & Puzzle League Game Pak(s)
  - For a Multi-Pak game 2
  - For a Single-Pak game 1
- Game Boy Advance Game Link cable - 1

### When using a Game Boy Micro

- Game Boy Advance, Game Boy Advance SP, Game Boy Micro (note that the Game Boy Micro cannot be connected to a Game Boy Player)
- Dr. Mario & Puzzle League Game Pak(s)
  - For a Multi-Pak game 2
  - For a Single-Pak game 1
- Game Boy Micro Game Link cable 1

Game Boy Micro Game Connectors must be equal to the number of Game Boy Advance or Game Boy Advance SP systems.

### Connecting

1. Make sure that the power is turned OFF for all systems before inserting the Dr. Mario & Puzzle League Game Pak. For Multi-Pak gameplay, insert a Pak into both systems. (The system plugged into the purple end of the Game Boy Advance Game Link cable will be Player One.) For Single-Pak gameplay, insert a Pak into one system. (The system with the Game Pak will be Player One.)
2. Insert the GBA Game Link cable into the Expansion Port of both systems. Refer to the examples on the next page if you need help.
3. Turn the power ON for all systems.

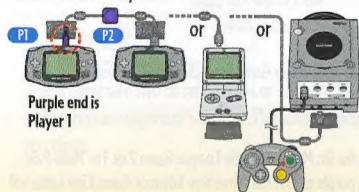
## Troubleshooting

If you're having trouble, the following malfunctions may be occurring:

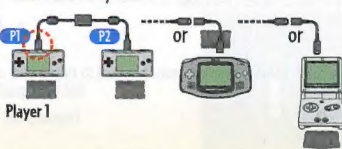
- You are attempting to connect with a cable other than the GBA Game Link cable.
- The GBA Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the GBA Game Link cable was removed.
- You are attempting to make an unworkable connection.
- To play with the Game Boy Player, you need one Nintendo GameCube and one GameCube Controller.

### Example of connecting (Multi-Pak play)

Without Game Boy micro



With Game Boy micro



## Demos

You can send a friend a demo version of Dr. Mario or Puzzle League.  
You cannot do link play with a demo version.

### Sending a Demo Version

Connect with the GBA Game Link cable, then go to the mode select screen.



### Receiving a Demo Version

Turn the power ON and wait until you see the Title screen. Once it appears, you can remove the cable and play the game.

\* You won't lose the demo version if you enter Sleep Mode. However, it will be lost if you turn the power OFF. Demos cannot be saved.

\* If the link fails, check the power and cable connections on all systems.



# Notes



## IMPORTANT LEGAL INFORMATION:

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### GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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WWW.NINTENDO.COM**

*or call 1-800-255-3700*

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
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